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Flex static code analysis

Unique rules to find Bugs, Security Hotspots, and Code Smells in your FLEX code

- All rules 76
-  Vulnerability 5
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Tags


Search by name...




Security.allowDomain(...) should only be used in a tightly focused manner

 Vulnerability

The flash.system.Security.exactSettings property should never be set to false

 Vulnerability


Dynamic classes should not be used

 Code Smell


"LocalConnection" should be configured to narrowly specify the domains with which local connections to other Flex application are allowed

 Vulnerability


"default" clauses should be first or last

 Code Smell


Event types should be defined in metadata tags

 Code Smell


Event names should not be hardcoded in event listeners

 Code Smell


The special "star" type should not be used

 Code Smell


Variables of the "Object" type should not be used

 Code Smell

Methods should not be empty

 Code Smell

Constant names should comply with a naming convention

 Code Smell

All branches in a conditional structure should not have exactly the same implementation

 Bug

Classes that extend "Event" should

Boolean literals should not be redundant

Analyze your code

 Code Smell  Minor  clumsy

Redundant Boolean literals should be removed from expressions to improve readability.

Noncompliant Code Example

```
if (booleanMethod() == true) { /* ... */ }
if (booleanMethod() == false) { /* ... */ }
if (booleanMethod() || false) { /* ... */ }
doSomething(!false);
doSomething(booleanMethod() == true);

booleanVariable = booleanMethod() ? true : false;
booleanVariable = booleanMethod() ? true : exp;
booleanVariable = booleanMethod() ? false : exp;
booleanVariable = booleanMethod() ? exp : true;
booleanVariable = booleanMethod() ? exp : false;
```

Compliant Solution

```
if (booleanMethod()) { /* ... */ }
if (!booleanMethod()) { /* ... */ }
if (booleanMethod()) { /* ... */ }
doSomething(true);
doSomething(booleanMethod());

booleanVariable = booleanMethod();
booleanVariable = booleanMethod() || exp;
booleanVariable = !booleanMethod() && exp;
booleanVariable = !booleanMethod() || exp;
booleanVariable = booleanMethod() && exp;
```

Available In:

sonarcloud  | sonarqube 

<div>override "Event.clone()"</div> <div> Bug</div>
<div>Constructors should not dispatch events</div> <div> Bug</div>
<div>"ManagedEvents" tags should have companion "Event" tags</div> <div> Bug</div>
<div>Objects should not be instantiated inside a loop</div> <div> Code Smell</div>
<div>Two branches in a conditional structure should not have exactly the same implementation</div> <div> Code Smell</div>
<div>Constructor bodies should be as lightweight as possible</div> <div> Code Smell</div>
<div>Only "while", "do" and "for" statements should be labelled</div> <div> Code Smell</div>
<div>Statements, operators and keywords specific to ActionScript 2 should not be used</div> <div> Code Smell</div>
<div>"for" loop stop conditions should be invariant</div> <div> Code Smell</div>
<div>Unused function parameters should be removed</div> <div> Code Smell</div>